

FIG. 1A



FIG. 1B



FIG. 1C

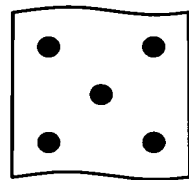


FIG. 1D

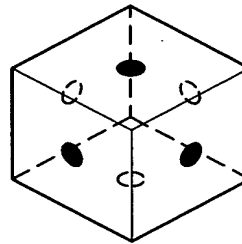


FIG. 2

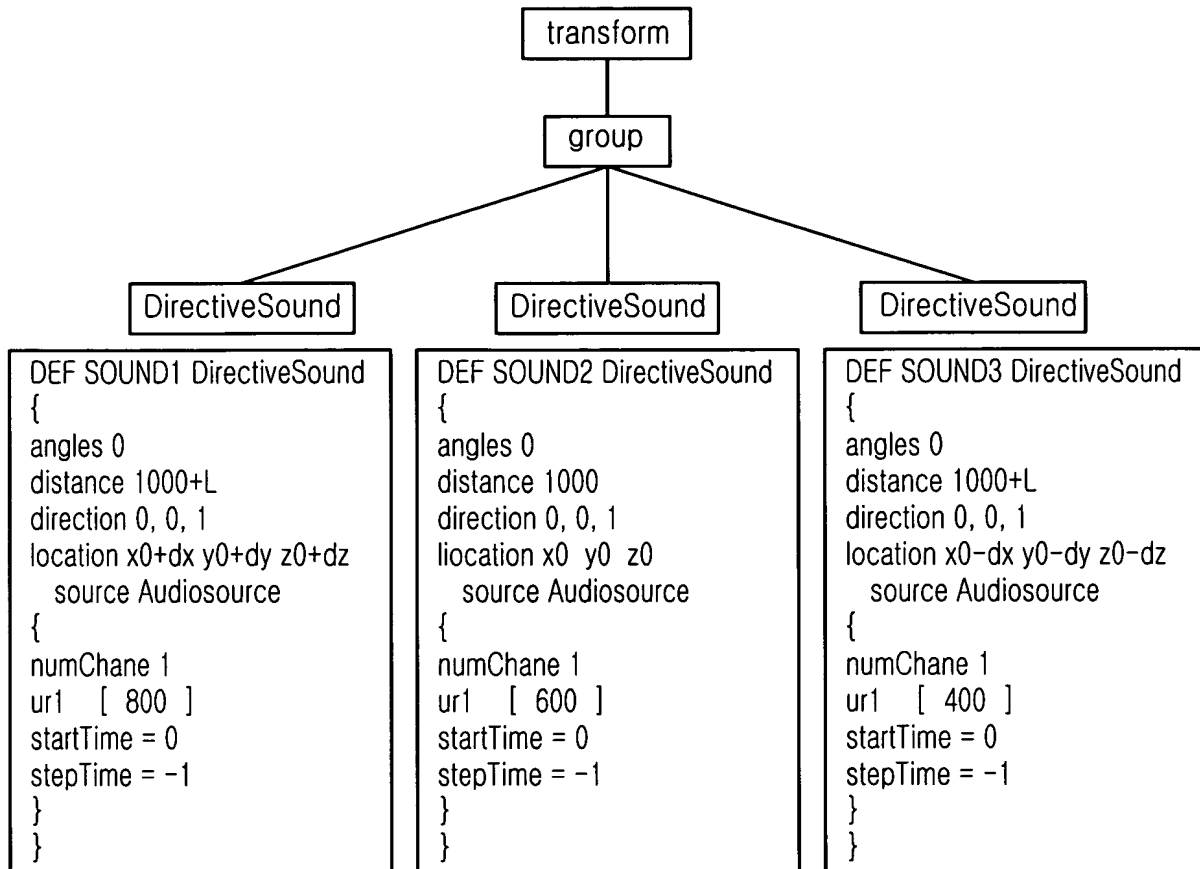


FIG. 3

DirectiveSound {

|              |         |                      |         |
|--------------|---------|----------------------|---------|
| Field        | MFFloat | angles               | 0       |
| Field        | MFFloat | directivity          | 1       |
| Field        | MFFloat | frequency            | []      |
| Field        | SFFloat | speedOfSound         | 340     |
| Field        | SFFloat | distance             | 100     |
| Field        | SFBool  | useAirabs            | FALSE   |
| exposedField | SFVec3f | direction            | 0, 0, 1 |
| exposedField | SFFloat | intensity            | 1       |
| exposedField | SFVec3f | location             | 0, 0, 0 |
| exposedField | SFVec3f | sourceDimensions     | 0, 0, 0 |
| exposedField | SFNode  | PerceptualParameters | NULL    |
| exposedField | SFBool  | RoomEffect           | FALSE   |
| exposedField | SFBool  | Spatialize           | TRUE    |

}

FIG. 4

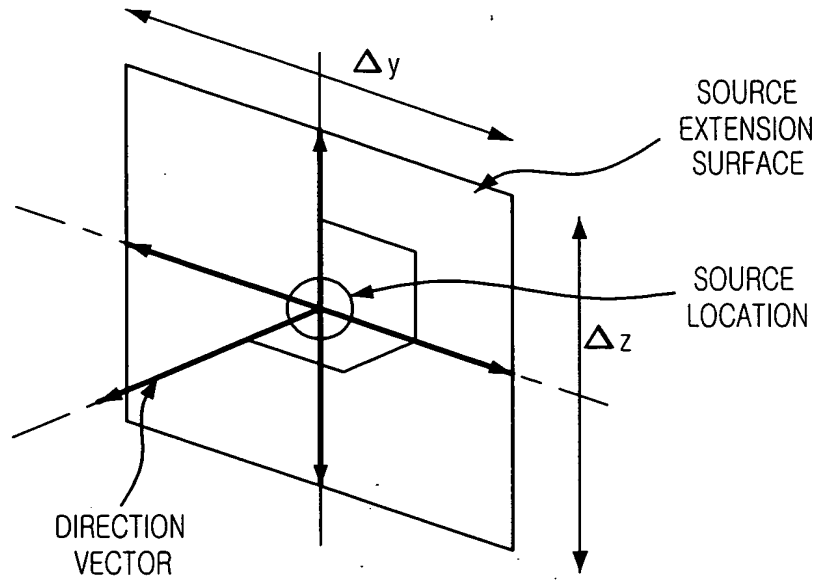


FIG. 5A

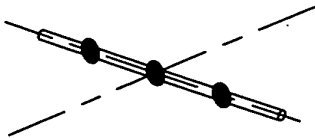


FIG. 5B

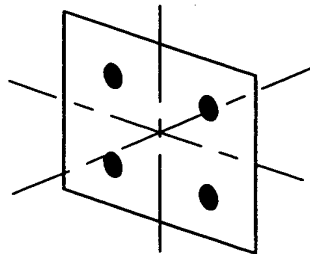


FIG. 5C

